

FIG. 1

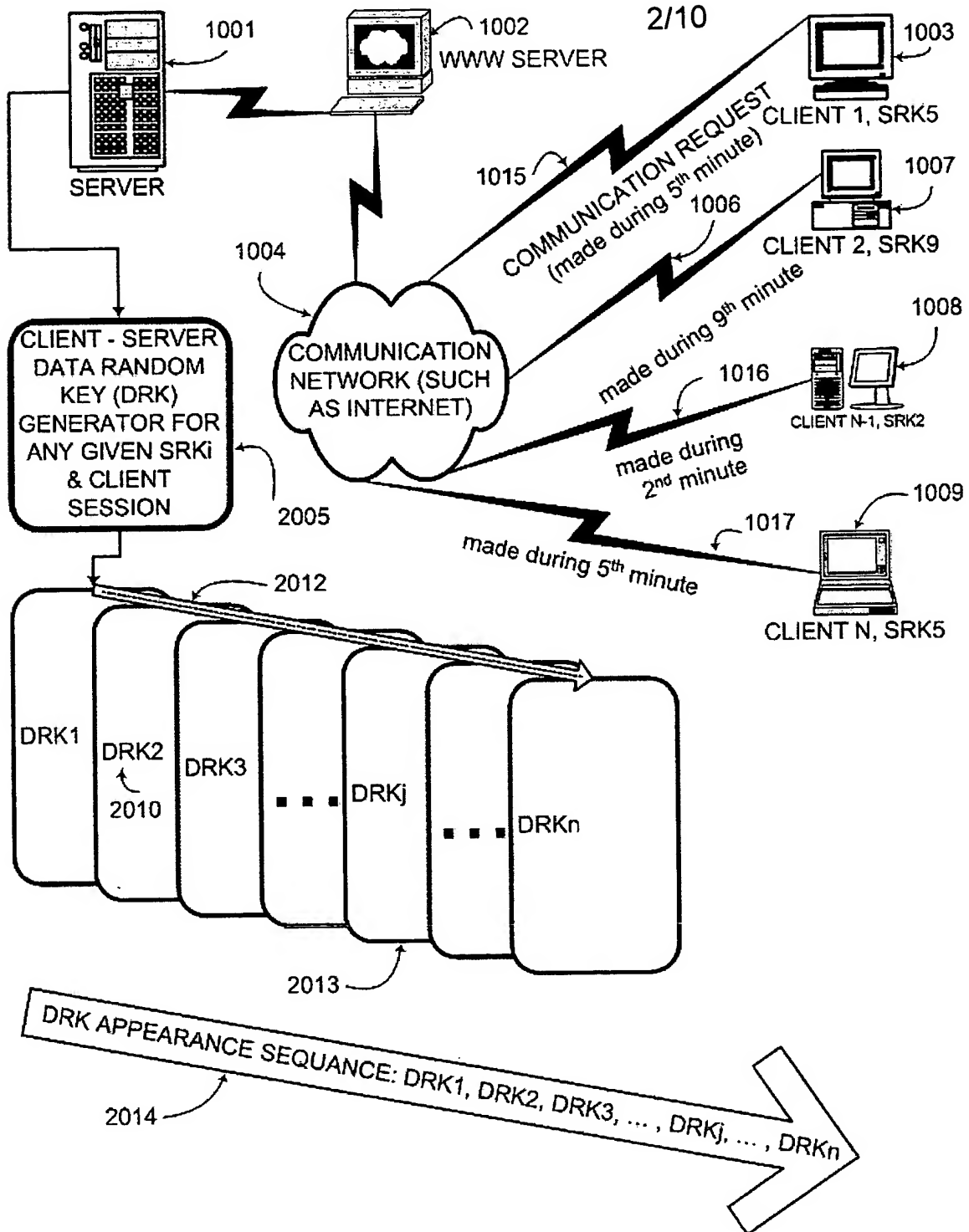


FIG. 2

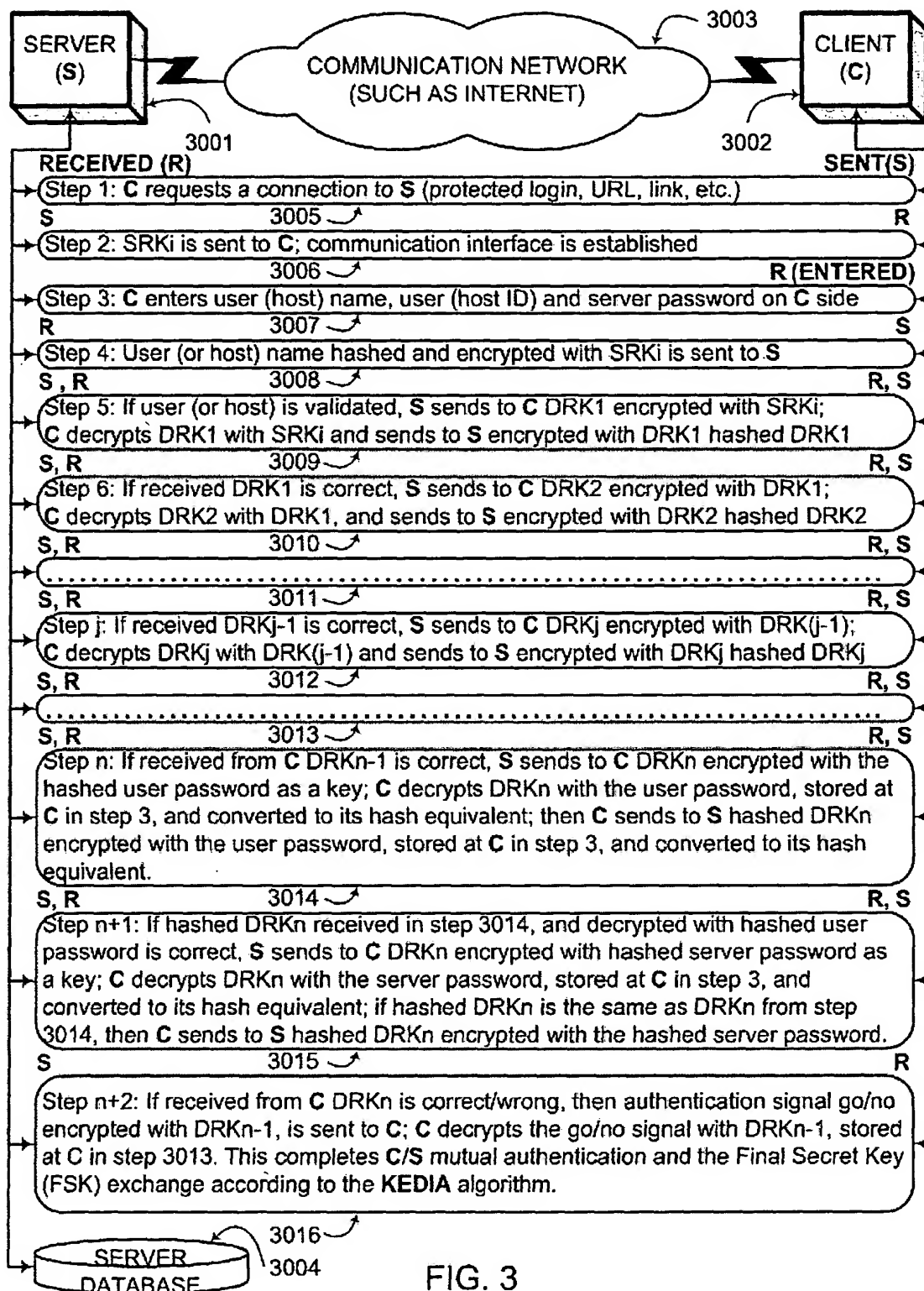


FIG. 3

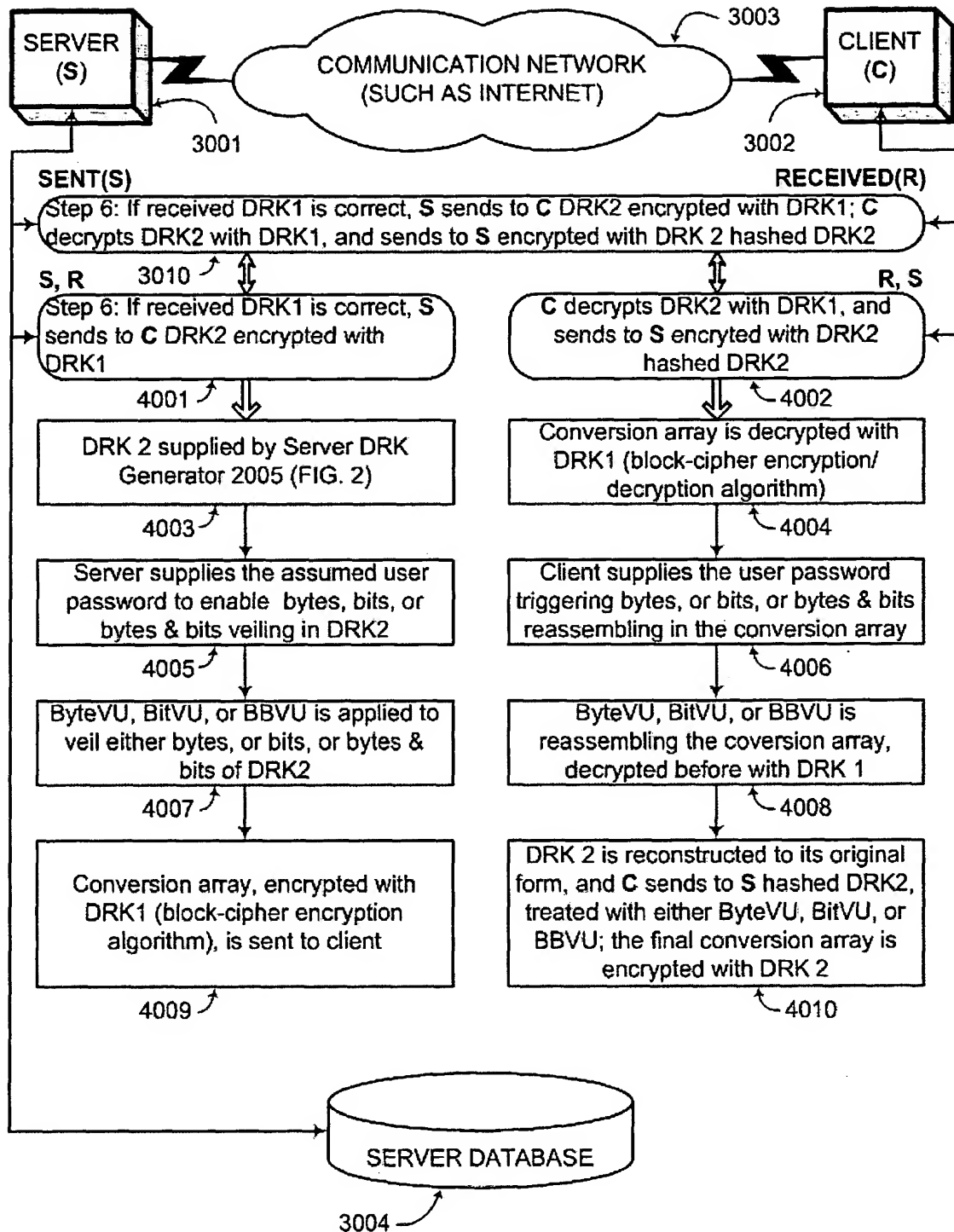


FIG. 4

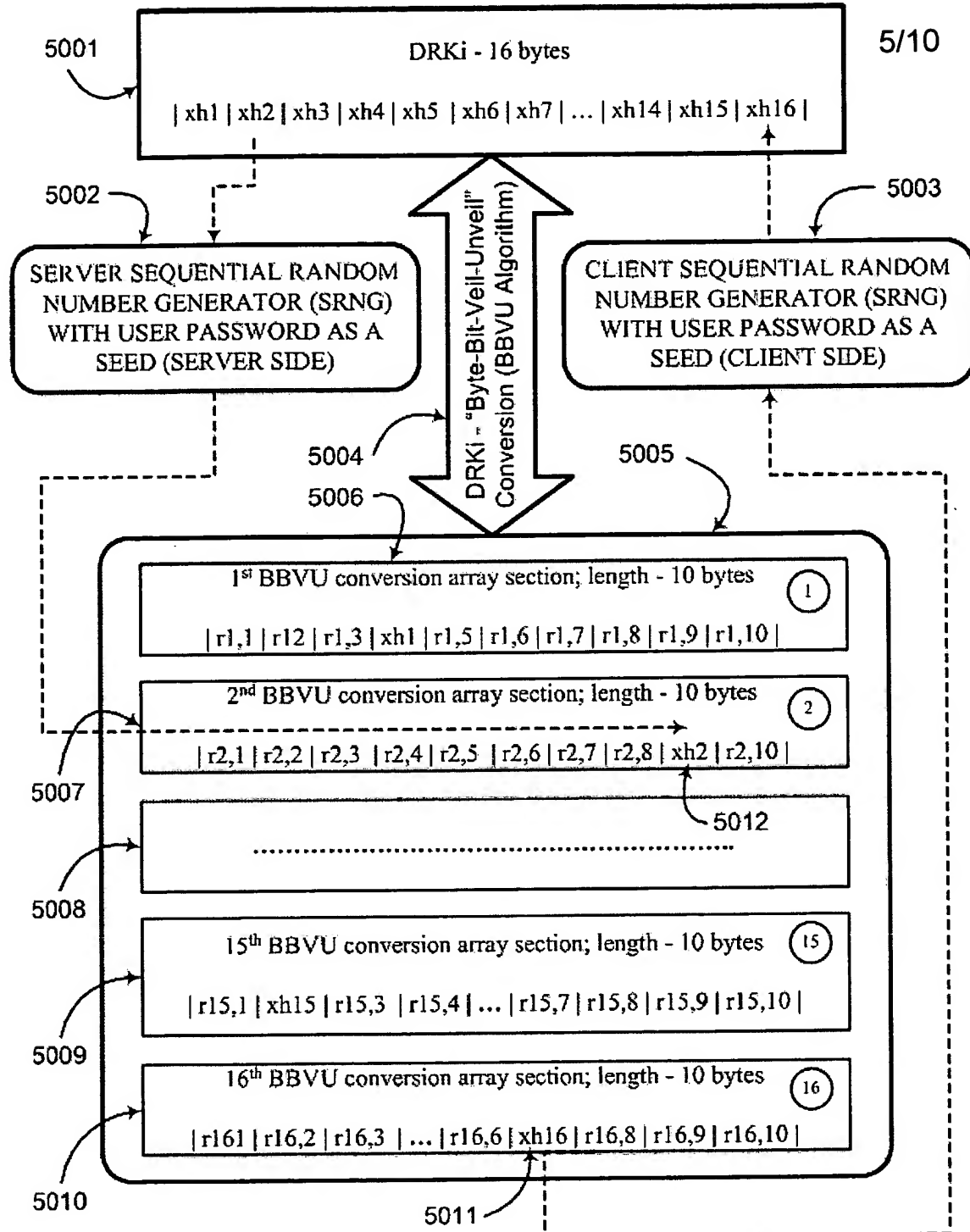


FIG. 5

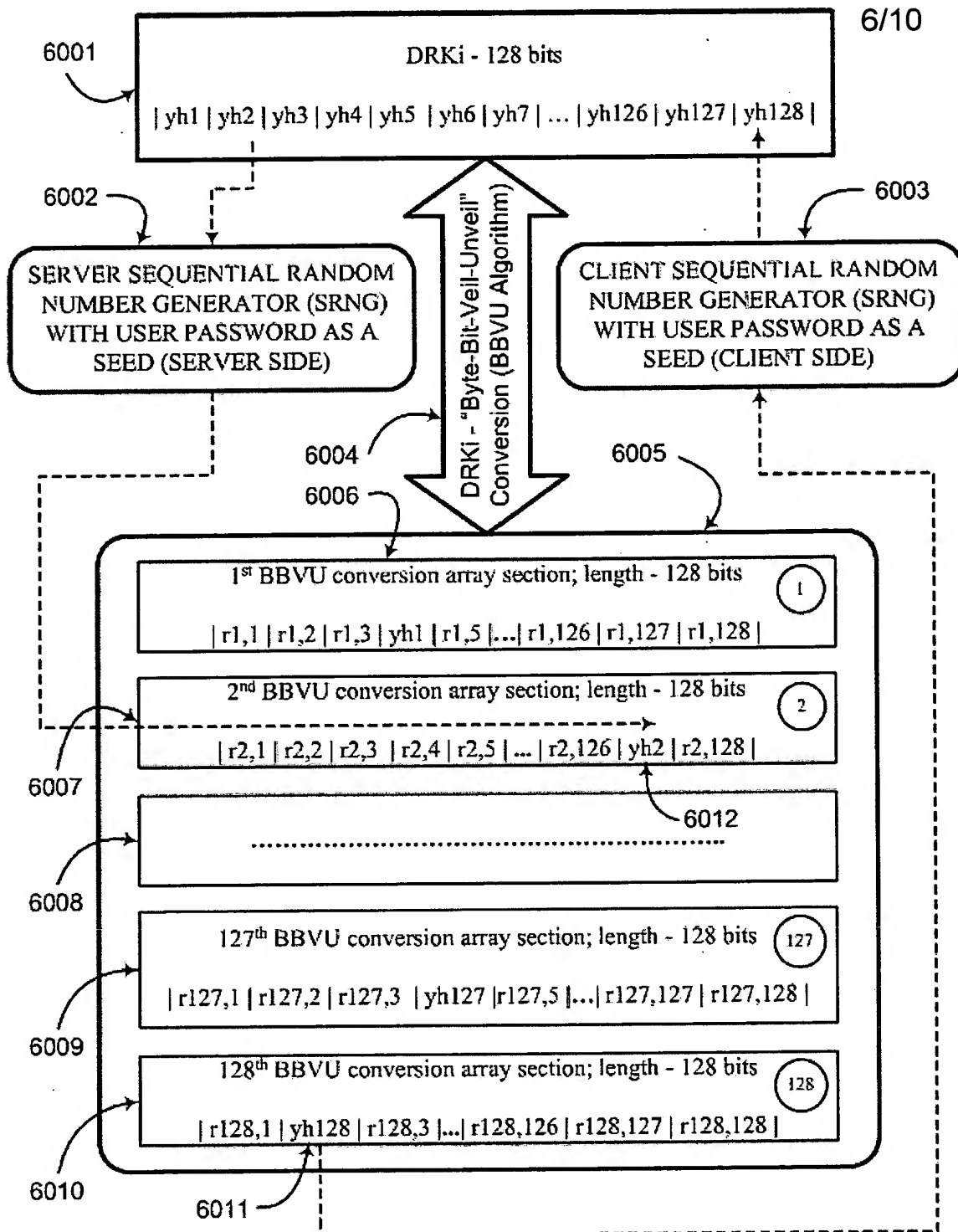


FIG. 6

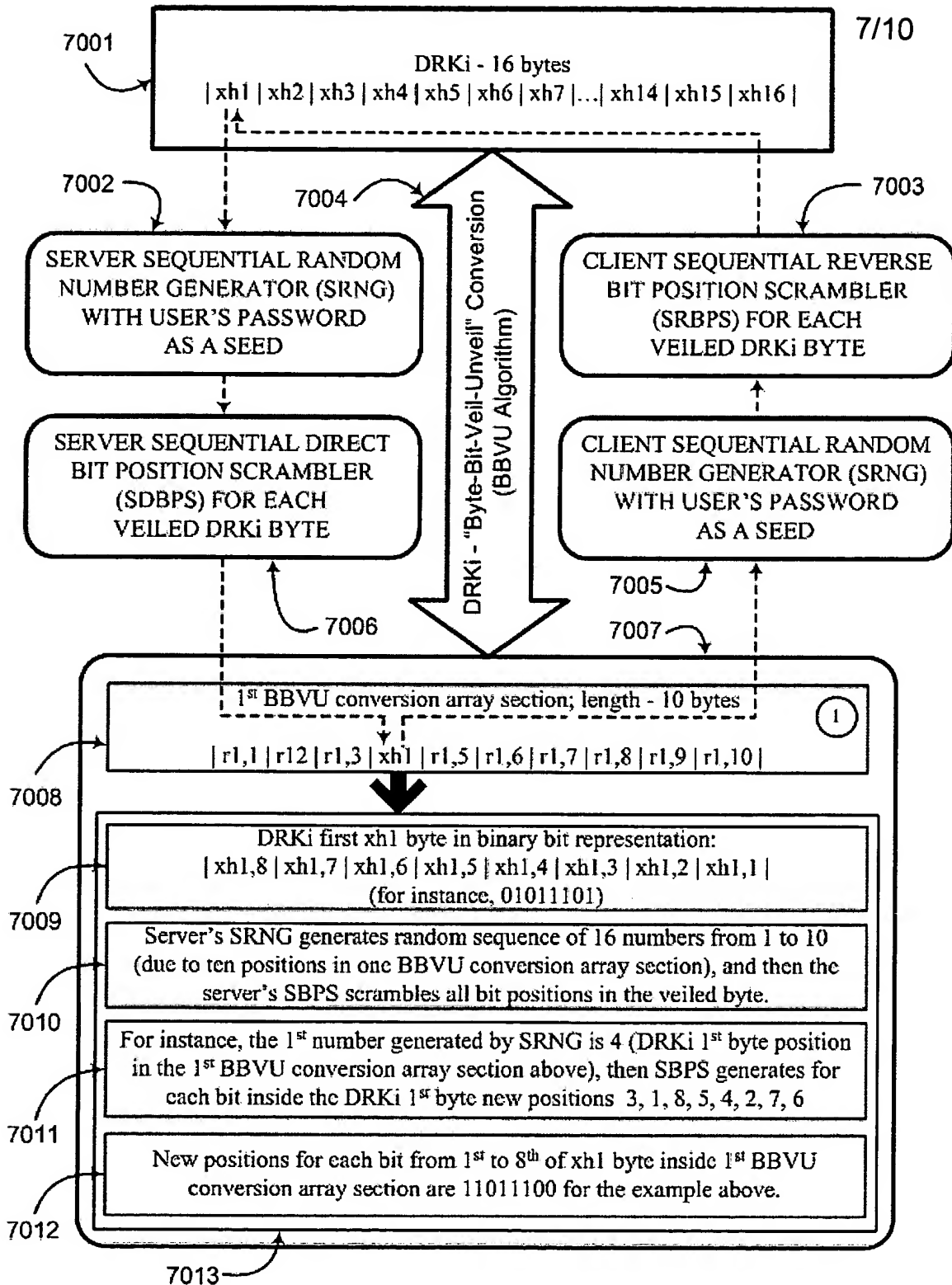


FIG. 7

MESSAGE ENCRYPT/DECRYPT ITERATIVE AUTHENTICATION (MEDIA) PROTOCOL
(Client - Server Architecture; Password Based Mutual Authentication; Part A - SERVER SIDE)

8000	8001	8002	8003	8004	8005	8006	8007	8008
↓	↓	↓	↓	↓	↓	↓	↓	↓
#	SERVER	SENT	RECEIVED	E-KEY	D-KEY	ByteVU CA, SECTIONS, BYTES	SRNG SEED	C-LINE
1	www s					no		to SERVER
2	servlets	SRK (compiled)	c connection request			no		to CLIENT
3	dB/servlets		h-u-name		SRK	no		to SERVER
4	dB/servlets	DRK1		SRK		yes, 16, 25	h-u-password	to CLIENT
5	dB/servlets		h-DRK1		DRK1	yes, 16, 25	h-u-password	to SERVER
5A	dB/servlets	no		SRK		no		to CLIENT
6	dB/servlets	DRK2		DRK1		yes, 16, 25	h-u-password	to CLIENT
7	dB/servlets		h-DRK2		DRK2	yes, 16, 25	h-u-password	to SERVER
8	dB/servlets	DRK2		DRK2		yes, 16, 25	h-s-password	to CLIENT
9	dB/servlets		h-DRK2		DRK2	yes, 16, 25	h-s-password	to SERVER
10	dB/servlets	go/no		DRK1		yes, 16, 25	h-u-password	to CLIENT

8017 → Legends: SRNG - Sequential Random Number Generator,
SRK (DRK) - Session (Data) Random Symmetric Encryption Key, ByteVU - "Byte-Veil-Unveil" Algorithm,
E - ENCRYPTION, D - DECRYPTION, C - COMMUNICATION, u - user, h - hashed, p - protected
c - Client, s - Server, dB - Database, CA - ByteVU Conversion Array

FIG. 8A

MESSAGE ENCRYPT/DECRYPT ITERATIVE AUTHENTICATION (MEDIA) PROTOCOL
(Client - Server Architecture; Password Based Mutual Authentication; Part B - CLIENT SIDE)

8008	8009	8010	8011	8012	8013	8014	8015	8016	8000
C-LINE	SRNG SEED	ByteVU CA, SECTIONS, BYTES	D-KEY	E-KEY	ENTERED BY CLIENT	RECEIVED	SENT	CLIENT	#
to SERVER		no					p-link / URL	WAN/LAN	1
to CLIENT		no				GUI, SRK (compiled)		applet logic	2
to SERVER		no		SRK	u-name, s- & u-passwords		h-u-name	applet GUI	3
to CLIENT	h-u-password	yes, 16, 25	SRK			DRK1		applet logic	4
to SERVER	h-u-password	yes, 16, 25		DRK1			h-DRK1		5
to CLIENT		no	SRK			error message		applet GUI	5A
to CLIENT	h-u-password	yes, 16, 25	DRK1			DRK2		applet logic	6
to SERVER	h-u-password	yes, 16, 25		DRK2			h-DRK2		7
to CLIENT	h-s-password	yes, 16, 25	DRK2			h-DRK2		applet logic	8
to SERVER	h-s-password	yes, 16, 25		DRK2			h-DRK2		9
to CLIENT	h-u-password	yes, 16, 25	DRK1			go/no		applet GUI	10

8017 → Legends: SRNG - Sequential Random Number Generator,
SRK (DRK) - Session (Data) Random Symmetric Encryption Key, ByteVU - "Byte-Veil-Unveil" Algorithm,
E - ENCRYPTION, D - DECRYPTION, C - COMMUNICATION, u - user, h - hashed, p - protected
c - Client, s - Server, CA - ByteVU Conversion Array

FIG. 8B

10/10

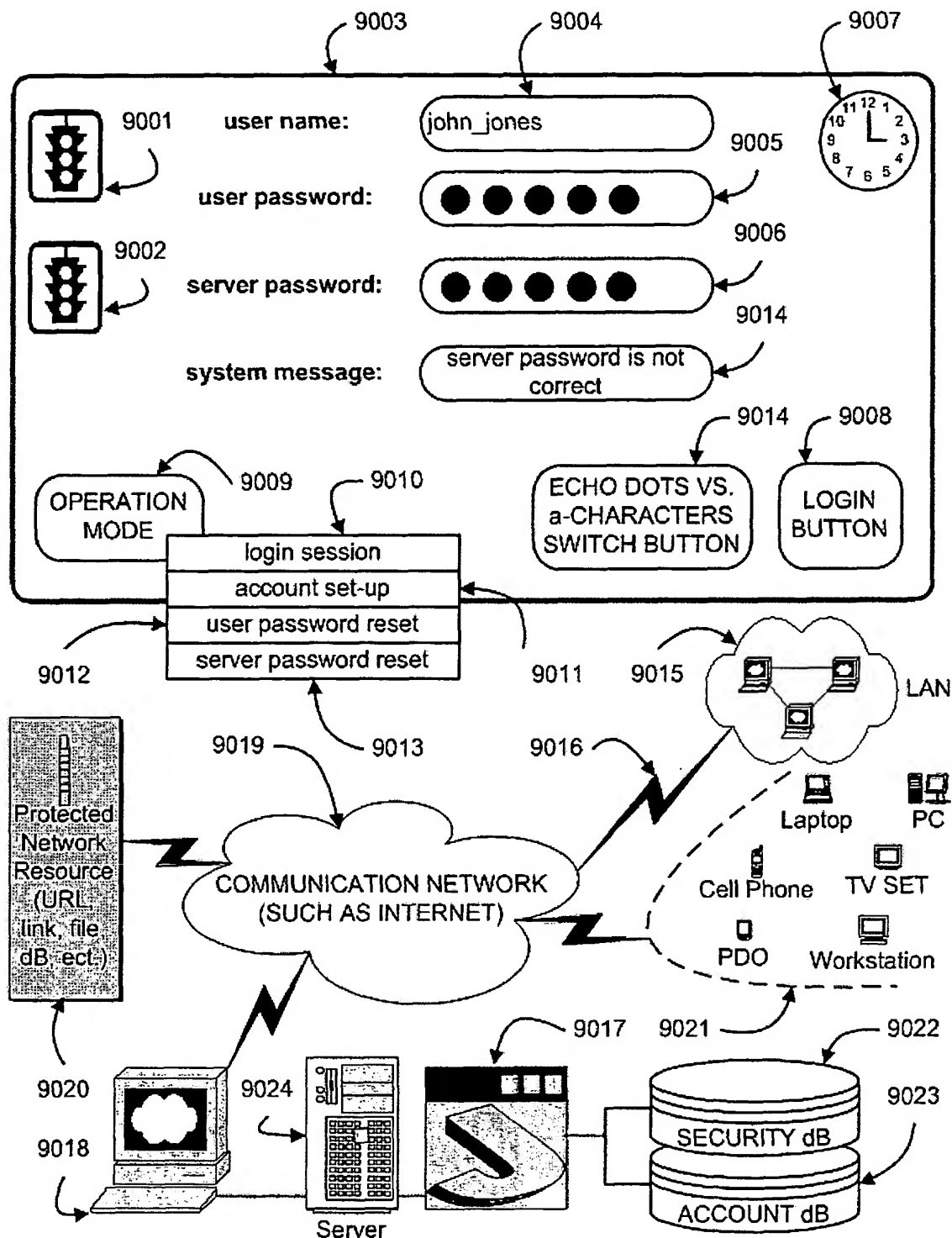


FIG. 9